The Newsletter of the Lincoln Middle School Dungeons & Dragons Club

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Last week I suggested that DMs refrain from tearing the character sheets of slain PCs in half. In response to this, Matt B. (our newly elected club Vice President) has suggested that the character sheets of the fallen be collected into a binder. Each sheet would have a label attached that lists character name, campaign, DM, how the PC was slain, etc. A sample label has been included with this week's issue. Please affix the label to the character sheet of the next slain PC in your campaign and send it to the address on the bottom of the following page.

As club president, I've decided that it's best to create as large of a pool as possible of highly qualified DMs. If the club has competent DMs running campaigns, then players and the club leadership can be confident that everyone will enjoy their gaming experience. This is because each table will be in the hands of a masterful storyteller.

On the back page you will find the certification test. If you would like to take it, please answer the questions and return it to me via mail. You may want to photocopy just the back page. It goes without saying that prospective DMs should refrain from sharing answers.

Finally, I hope you enjoy the Fire Ruby, a submission from Patrick B. If you, as DM, place a Fire Ruby in a treasure horde, please be sure to coordinate with other Dungeon Masters. A group of players – all armed with Fire Rubies – could wreak havoc upon most any adventure!

See you next issue,

Christian

Fire Ruby

by Patrick B., certified club dungeon master

The fire ruby is a magic item unique to the world of Haldane. Although its true origin is unknown, it is rumored to be the creation of the Efreeti Lord, Baleel.

When held in the palm of the hand, the fire ruby glows with a pale red light, which illuminates a 5' radius. While glowing, the gem protects the owner from fire (equivalent to the 2nd level cleric spell Resist Fire). Speaking the proper command phrase, while holding the gem, activates one of the ruby's special abilities.

Wrath of Fire: When this command phrase is spoken, a cone of searing flame emits from the gem. The flames emerge in a cone-like shape roughly 20 feet long and expand out to a 10-foot width. Any creature caught within the flames takes 1d8 damage (save versus spells for half damage). This ability may be used up to twice per day.

Cleanse by Fire: Invoking this command immediately casts a Fireball spell (3rd level magic-user spell) as if cast by a 5th level magic-user. This command may be used once per day.

Protection of Fire: Speaking this command immediately creates a wall of fire (4th level magic-user spell) as if cast by a 7th level magic-user. This command may be used once per day.

The LMS D&D Club DM Certification Test

Please answer the questions to the best of your ability and return via mail to the address at the bottom of this page.

1. Which weapon is *not* found in White Plume Mountain?
   a. Blackrazor
   b. Whelm
   c. Chuck Norris
   d. Wave

2. The d12 is used to…
   a. …roll damage for a dagger
   b. …roll damage for a Lightning Bolt
   c. …roll damage for a longsword against a large creature in AD&D
   d. Wait, there's a use for the d12?

3. The DM's decision is…
   a. Final
   b. Final
   c. Final
   d. Final

4. The save or die mechanic…
   a. …separates the strong from the weak
   b. …separates the wheat from the chaff
   c. …separates the cherries from the pits
   d. …is unfair. (If you circled d, you've just failed.)

5. You are at a party. The host suggests that everyone play Monopoly. You…
   a. …agree, but then demand that everyone roll initiative as soon as play begins.
   b. …open fire with the guns from the battleship.
   c. …rob the bank, then make your getaway in the car.
   d. …cheerfully play along, then suggest Pictionary as the next game. (Hint: This is an auto-fail selection.)

6. In a few sentences describe your DMing philosophy. Bonus points if you can work in the words "milieu," "gentle reader," "et al," "q.v." or some other bizarre terminology from the AD&D DMG.

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